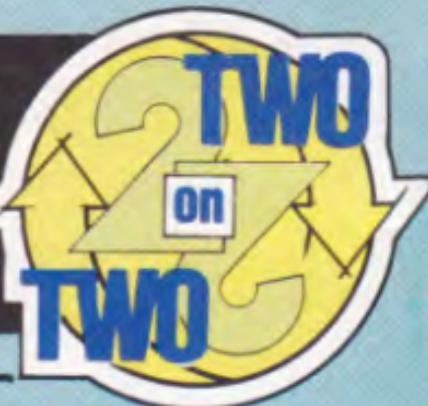


CHAMPIONSHIP BASKETBALL



PRE-GAME BRIEFING

Basketball. It's the lightning-paced sport played only by super athletes. A game of strategy, guts, stamina, and—most of all—teamwork.

Two-on-two helps you develop the strategies and skills to make you play like a pro. Choose to play one player against the computer, two players against a computer team, or two players against each other. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

LOADING INSTRUCTIONS

Amstrad

Press CTRL and small ENTER keys.

CONTROLS

All controls and movements allowed are listed throughout the *Players Guide* as JOYSTICK controls or FUNCTIONS.

Players may prefer to use keyboard keys instead for Player 1 whilst Player 2 must always use keyboard. Refer to the table below when playing by keyboard. P1 indicates Player 1, P2 indicates Player 2, and Functions A-C are specific features that may be used.

Keyboard control table for GBA CHAMPIONSHIP BASKETBALL

Player No./Function	Spectrum Key	Amstrad Key
P1—Joystick FORWARD	Q	Q
P1—Joystick BACKWARD	A	A
P1—Joystick LEFT	X	X
P1—Joystick RIGHT	C	C
P1—Joystick BUTTON	Z	Z

Function A	ENTER SPACE BAR	ENTER/RETURN SPACE BAR
Function B	CAPS SHIFT & T	ESC
Function C	SIMULTANEOUSLY	
P2—Joystick FORWARD	U	U
P2—Joystick BACKWARD	J	J
P2—Joystick LEFT	O	O
P2—Joystick RIGHT	P	P
P2—Joystick BUTTON	M	M

SELECTING YOUR GAME

Select your game by pressing the SPACE BAR until your required play is highlighted.

PRACTICE SESSIONS

Just as in the real sport, Two-on-Two offers you the chance to warm up before the game. The scoreboard and the time clock are not active and there are no penalties. Use FUNCTION B key to exit the practice sessions.

1 PLAYER SELECTED

You can practice shooting inside and outside and work on your hook shots, jump shots, slam dunks, tip-ins and rebounds.

2 PLAYER SELECTED

You can practice various shots as well as dribbling, rebounding and tip-ins. You can play straight one-on-one, or you can play "pick-up" games such as "Around the World" or "Horse".

AROUND THE WORLD

Player 1 tries a shot from the baseline—say, at the edge of the key. Every time the player makes a basket, he moves further along the edge of the key, working around the baseline on the other side of the basket. If Player 1 misses a shot, Player 2 gets a turn. When a player misses a shot, he must shoot again from that same spot on his next turn, and so on. The first player to go "Around the World" wins.

HORSE

Player 1 makes a shot from anywhere on the court. Player 2 must then make the same shot or they will get an "H". When Player 1 misses, Player 2 can make a shot from wherever they wish, and Player 1 must make the same shot. Every time a player misses, they get another letter until the word HORSE is spelled. Whoever gets all the letters first, loses. The letters for HORSE do not appear upon the screen, you will need to keep note of them yourself, just as you would on a real court.

HEAD-TO-HEAD (2 PLAYER)

With this option, two players play against each other, but each has a computer teammate to help, dressed in a similar colour jersey.

TEAMMATES (2 PLAYER)

If you choose this option, both players play together as a team, up against a hard-driving computer team.

CHALLENGE (1 PLAYER)

Player 1 pairs with a computer-controlled teammate, and challenges a mighty computer duo. Player 1's team will play as the HOME team.

TACTICAL TIPS

You're in the big-time now. You've got to get out there and give it all you've got. You face some stiff competition, and your teammate depends on you . . . so remember the club saying . . . "tactical tips and timing for top teammates!"

PASSING

To pass the basket ball to your teammate, quickly press and *immediately release* the joystick button.

If your teammate has possession of the basketball, you can request they pass it to you by quickly pressing the button. Your teammate will usually pass the ball, but not always—after all, any player can hog the ball now and then! Your teammate may pass the basketball even if you haven't requested it (unless you are moving) as you are open.

To catch the basketball, you must be directly in line with it otherwise the ball will go out of bounds, or to the opposition.

SHOOTING

When you have possession of the basketball and want to make a shot, first hold down the joystick button. Your player will jump in the air. Release the button when you want your player to make a shot. Timing here is critical—if you release the ball at the top of the jump, you have a better chance of scoring. If you fail to shoot before your player lands, you'll be charged with *travelling*, an offence in Basketball.

Hook Shots

To make a hook shot, you must be downcourt near the baseline with your back to the basket. With a hook shot the ball is released as the player's arm "hooks" over his head. This shot cannot be blocked.

Slam Dunks

Probably the most satisfying shot in Basketball—ramming the ball through the hoop! You must be at the baseline as far downcourt as you can go, and you must shoot when you're in one of three areas: under the basket, half a step left of low post left (LPL) or half a step right of low post right (LPR). Finally, there must be no defenders under the basket. If these conditions are met, a slam dunk will always be successful.

Tip-Ins

If a player shoots, misses, and then grabs the rebound while directly facing the basket, he'll try again (a tip-in). As long as the player is facing the basket and underneath it, the tip-in will be automatic once the player jumps.

Rebounds

A player can rebound only when he's in the area immediately surrounding the basket. To rebound, press the joystick button in the same way you did to make a shot—your player will jump for the ball.

3 Point Shots

If a player shoots a basket from outside the white 3-point line, that basket is good for 3 points instead of the usual 2!

STEALING & BLOCKING

To steal the ball from an opponent, you must "bump" the player *on the side on which he's dribbling or holding the ball*.

To block a shot, move in close to the player in possession of the basketball and press the button to jump.

YOUR COMPUTER-CONTROLLED TEAMMATE

Never underestimate your computer-controlled teammate. Use him when you play—to win. You'll never make it in the Championship unless you play as a team.

Each team may attack the opposition's basket (OFFENCE), and in turn defend their own (DEFENCE) whilst abiding by the rulebook. So game play switches from one end of the court to the other each time there is a change of possession or a basket is good.

Directing your Teammate—the Playcalling Screen

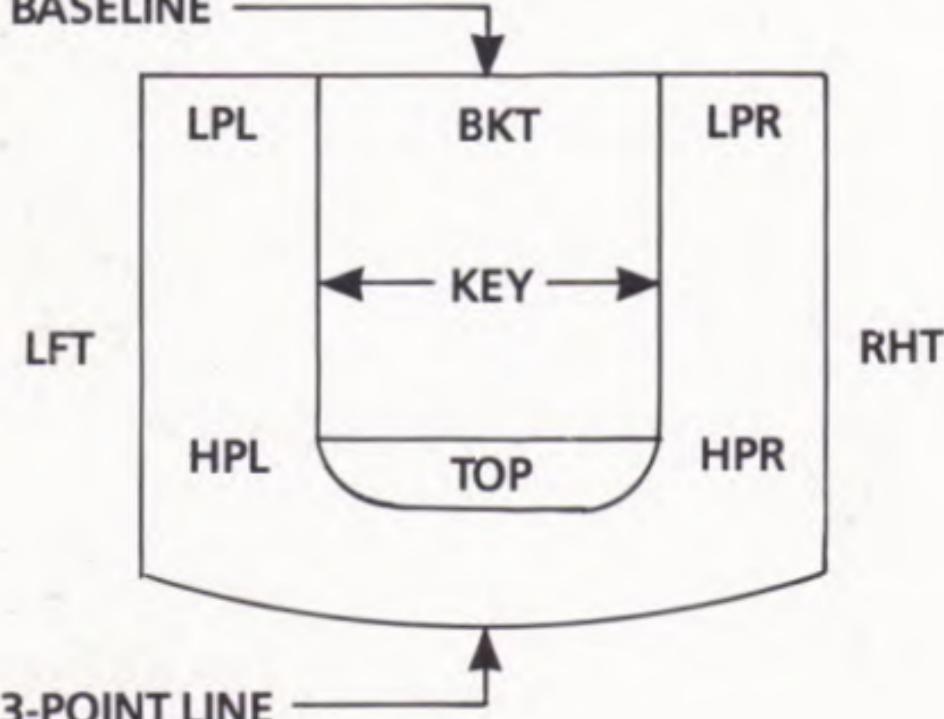
To instruct your computer teammate how to play when play resumes at the other end of the court, use the Playcalling Screen. The scoreboard is replaced for approximately 7 seconds by the Playcalling Screen while the

players automatically run down the court and bring the ball back into play. Within this 7 seconds, you must select an offensive and defensive alignment from the Playcalling Screen otherwise the computer will choose one for you.

The Playcalling Screen is divided into OFFENCE on the left and DEFENCE on the right. The offence screen shows the abbreviations BKT, RHT, TOP, LFT and SCRN, which represent the five offensive plays you may select now. The Defence screen is similar, showing your options of LZN, HZN, MMD and MML—the four defensive alignments you can choose from.

Select a play by moving your joystick forward, back, left or right depending upon the play you wish to select. For example, forward for BKT or LZN, back for TOP or HZN, right for RHT or MMD and left for LFT or MML. On offence you can also use the joystick button to select the SCRN play.

BASELINE



ZONES ON THE COURT

Offensive Plays—LFT, RHT, TOP, BKT, SCRN

You have 5 offensive plays from which to choose. Study them carefully—they will help you choose your team tactics.

LFT (left wing): Your teammate runs to the high post left (HPL) or high post right (HPR) and stays there for one second. Then he runs to the left wing (LFT), stays there for up to four seconds, and then runs a random pattern on the left side of the court.

RHT (right wing): Your teammate begins by running to the high post left (HPL) or high post right (HPR) and waits for one second. Then he runs to the right wing, waits for up to four seconds before running a random pattern on the right side of the court.

TOP (Top of Key): Your teammate runs either to the right or left high post (HPR or HPL), waits for 1 second then runs to the top. He waits at the top for up to 4 seconds and then runs a random pattern at the top of the key.

BKT (Basket): Your teammate runs to the high post left or right (HPL or HPR), then drives under the basket. Waits for 2 seconds then runs a random three-step pattern under the basket.

SCRN (Screen): You use your teammate as a screen to block out any defenders trying to cover you. Your teammate runs to HPL or HPR and stays there for 6 seconds, allowing you to dribble around him as he blocks the defender. Then he runs a two-step pattern between the high posts.

Defensive Plays—*LNZ, HZN, MML, MMD*

LNZ (Low Zone): Your teammate will stay in the key (between the basket and the inner white line on the court). When an offensive player enters his zone, he covers him man-to-man. If both offensive players enter the key (flooding) your teammate will cover the player possessing the ball. In this case, you should cover the player without the ball. When your opponents are not flooding the low zone, your teammate always takes the man in the low zone, and you take the man outside the key in the high zone.

HZN (High Zone): Your teammate covers the player possessing the ball when that player is in the high zone. You cover the player with possession when he enters the low zone area around the key, allowing your teammate to cover the player without the ball.

MML (Man-to-Man Light): Your teammate covers the opposing player who wears the light-coloured jersey.

MMD (Man-to-Man Dark): Your teammate covers the opposing player who wears the dark-coloured jersey.

Playcalling & Loose Ball

If nobody grabs a rebound and the ball is loose, the computer will sometimes allow you to regroup your offence and call another play. You'll know this is happening if the playcalling screen appears.

BASKETBALL—THE RULE BOOK

Quarters

You'll play four 6-minute quarters in each game. If the teams are tied at the end of the fourth quarter, you'll automatically go into overtime.

Ball into Play

At the start of the game, the home team (Player 1) always takes the ball out. Each team takes turn each quarter thereafter to bring the ball into play.

Timeouts and Pause

To pause the game use the *FUNCTION B* key on your keyboard.

You can call a timeout when you're on offence. If you want to call a timeout, first use the *FUNCTION B* key, then press the joystick button. Each team is allowed five timeouts per half.

Calling timeouts saves precious seconds at the end of the game. If your team is behind and the clock is about to run out, you should call a timeout right after you've called a play.

To quit a game, press *FUNCTION C* key.

PENALTIES

Fouls and other penalties are displayed upon the scoreboard in flashing letters right after they occur. However, if a player is fouled while shooting, the foul won't be displayed on the scoreboard until after the shot has either gone in for a field goal or missed. Fouling the shooter results in one free throw if the basket is good and two free throws if he misses his shot.

The number of team fouls are displayed on the scoreboard. Teams get five fouls per half. If a team accumulates more than five fouls in a half, this results in bonus free throws for the other team.

Bumping into an opposing player continuously for more than one second results in a Defensive Foul or Charging penalty.

Defensive Foul

Defensive player bumping into player with possession of ball. The penalty is either ball out of bounds to the offence or free throws.

Charging

Player with possession of ball bumping into defensive player. Penalty is change of possession or free throws.

Travelling

Called if you jump to shoot
results in a change of possession.

ease the ball.

Three-Second Rule

Invoked if an offensive player stays inside the key for more than three seconds at a time. However, when the ball is in the air or up for grabs, all players can stay in the key. Staying in the key too long results in change of possession.

24-Second Shot Clock

Gives the offensive team 24-seconds to make a shot after which they bring the ball into play. The scoreboard has a SHOT CLOCK which counts down the seconds. Failure to make a shot in time results in change of possession.

Free Throws

To make a free throw, just push the joystick button and release it. All players can rebound after the last free throw attempt.

WIN 025

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